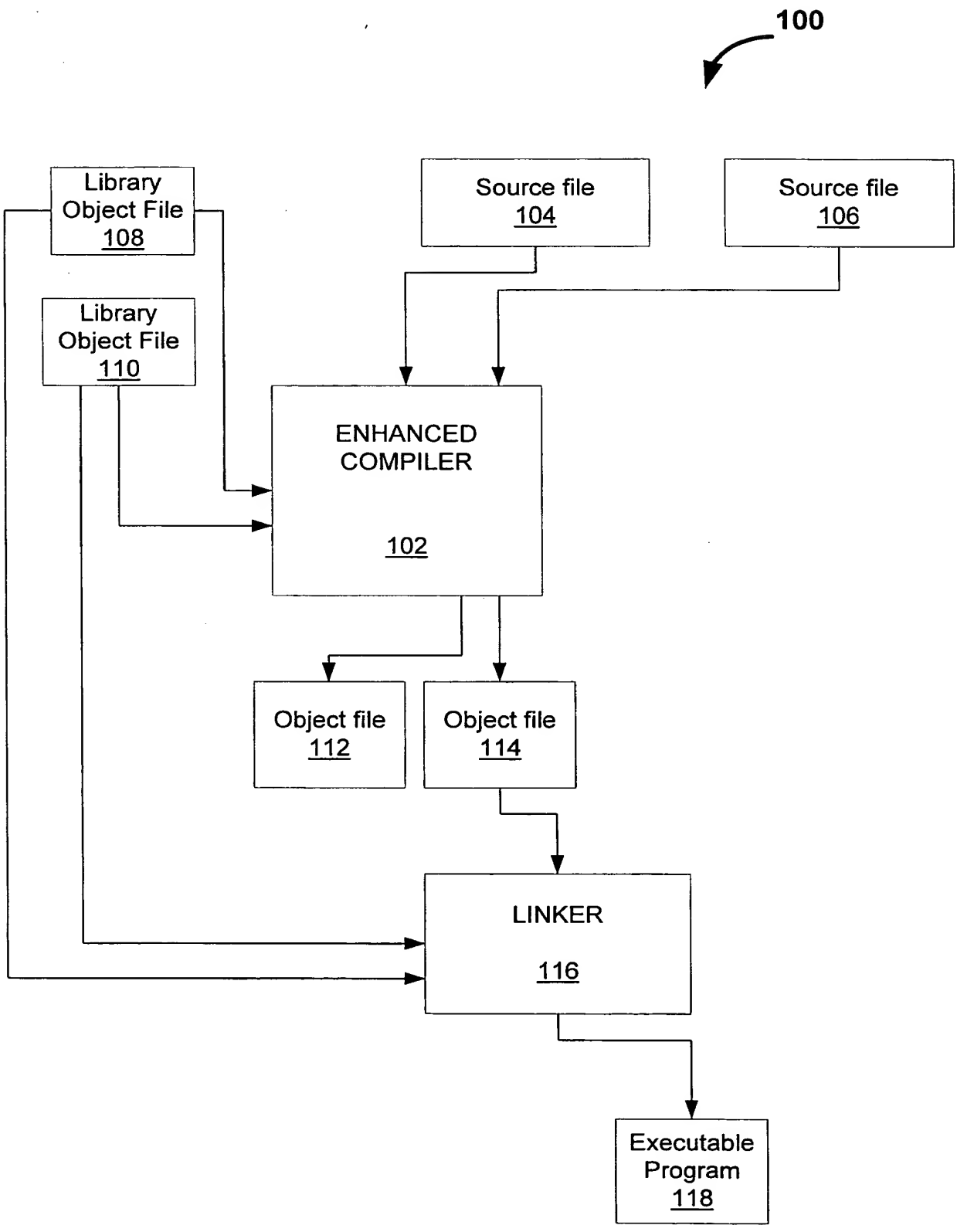
100
Library Object File 108
Source file 104
Source file 106
Library Object File 110
ENHANCED COMPILER 102
Object file 112
Object file 114
LINKER 116
Executable Program 118

FIG. 1

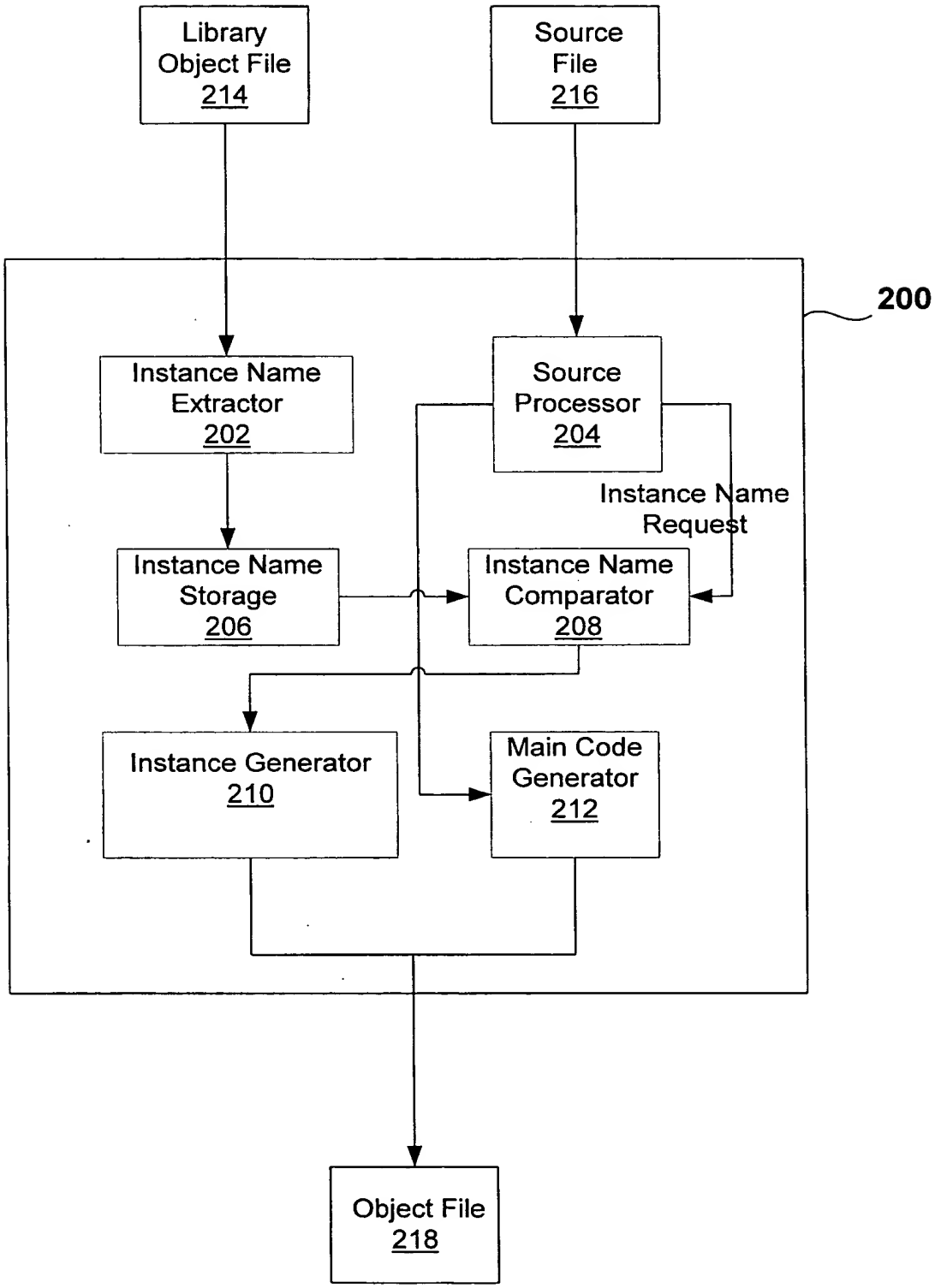
Library Object File 214
Source File 216
200
Instance Name Extractor 202
Source Processor 204
Instance Name Request
Instance Name Storage 206
Instance Name Comparator 208
Instance Generator 210
Main Code Generator 212
Object File 218

FIG. 2

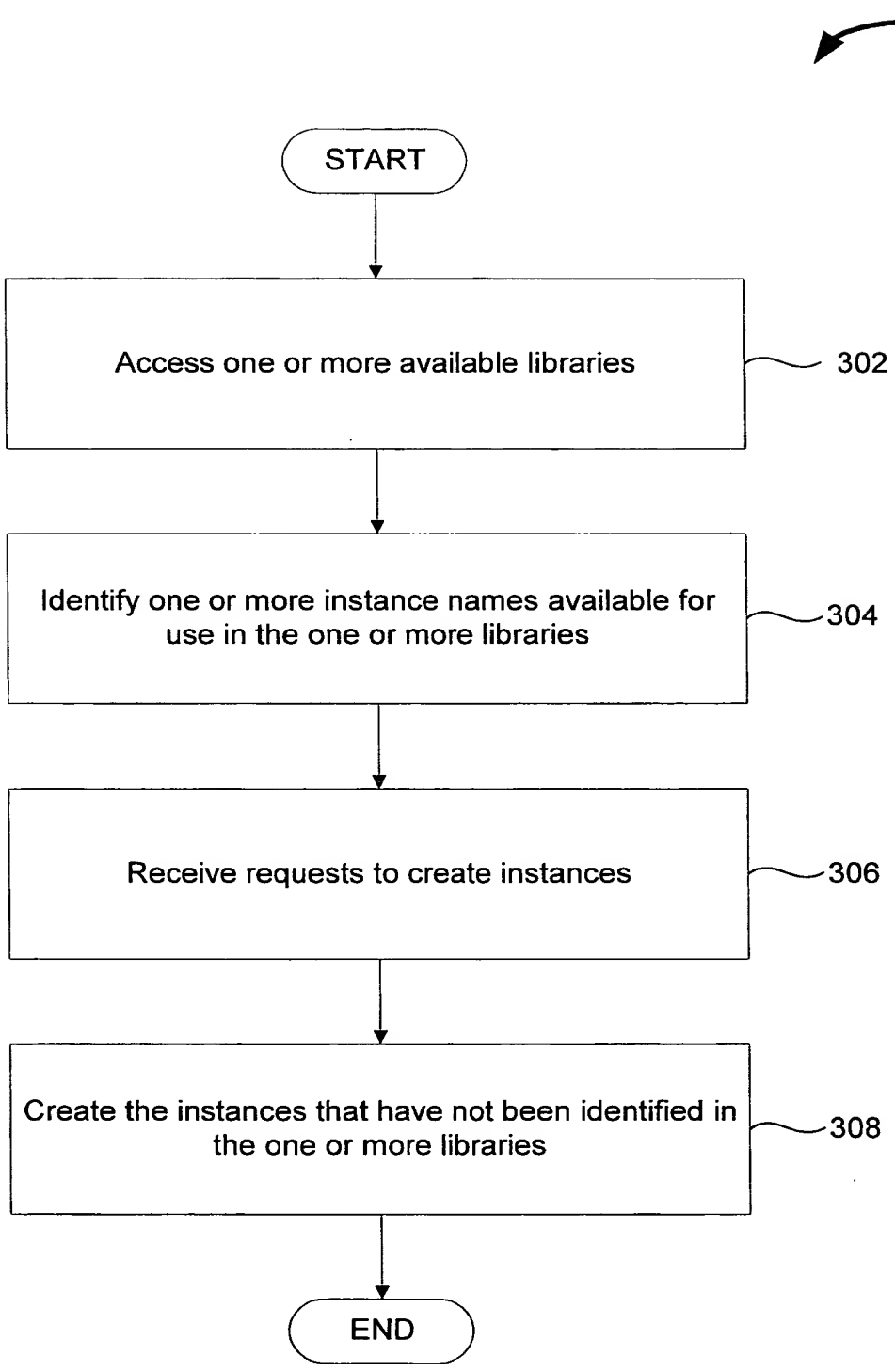
300
START
Access one or more available libraries
302
Identify one or more instance names available for use in the one or more libraries
304
Receive requests to create instances
306
Create the instances that have not been identified in the one or more libraries
308
END

FIG. 3

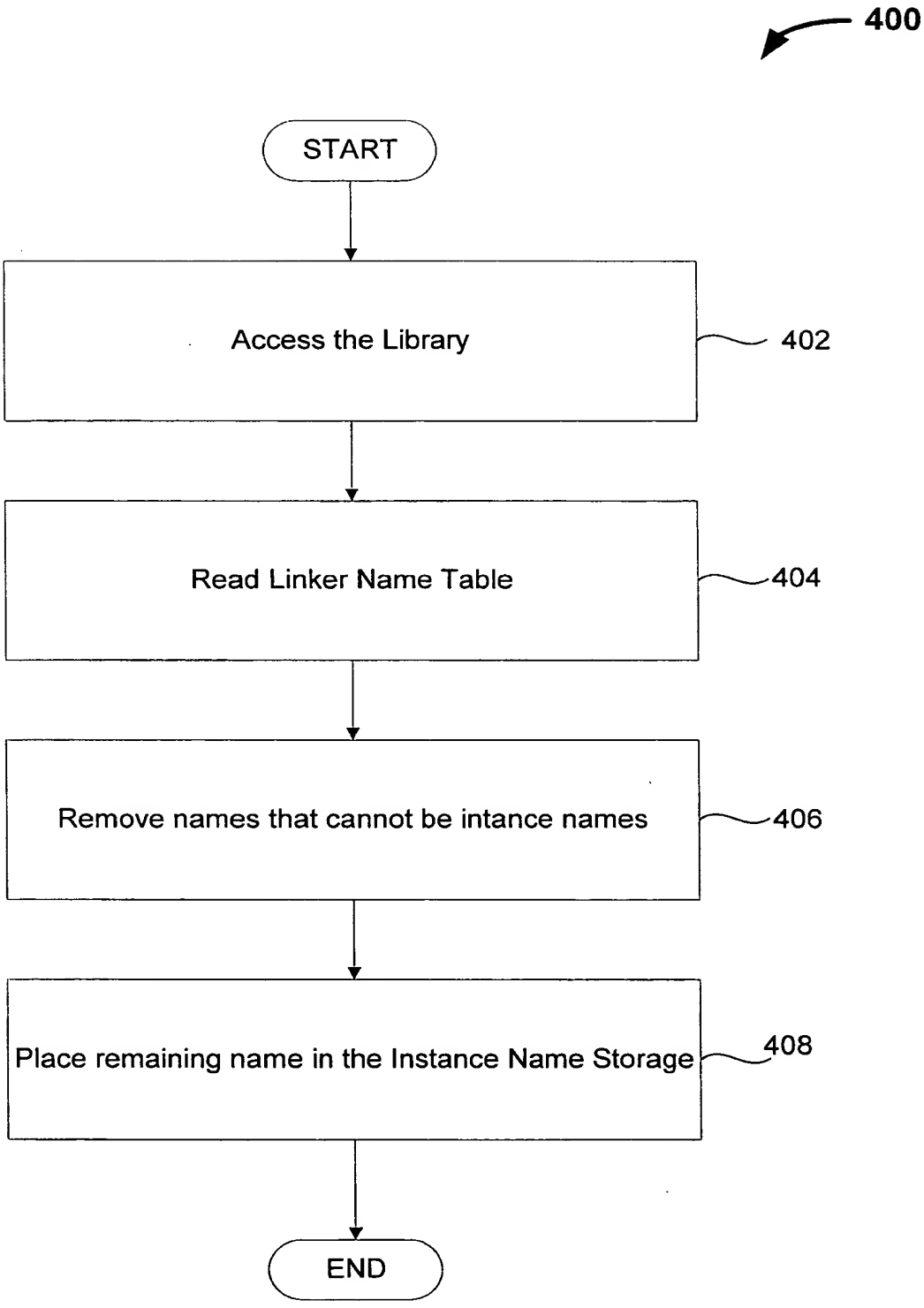
400
START
Access the Library
402
Read Linker Name Table
404
Remove names that cannot be intance names
406
Place remaining name in the Instance Name Storage
408
END

FIG. 4

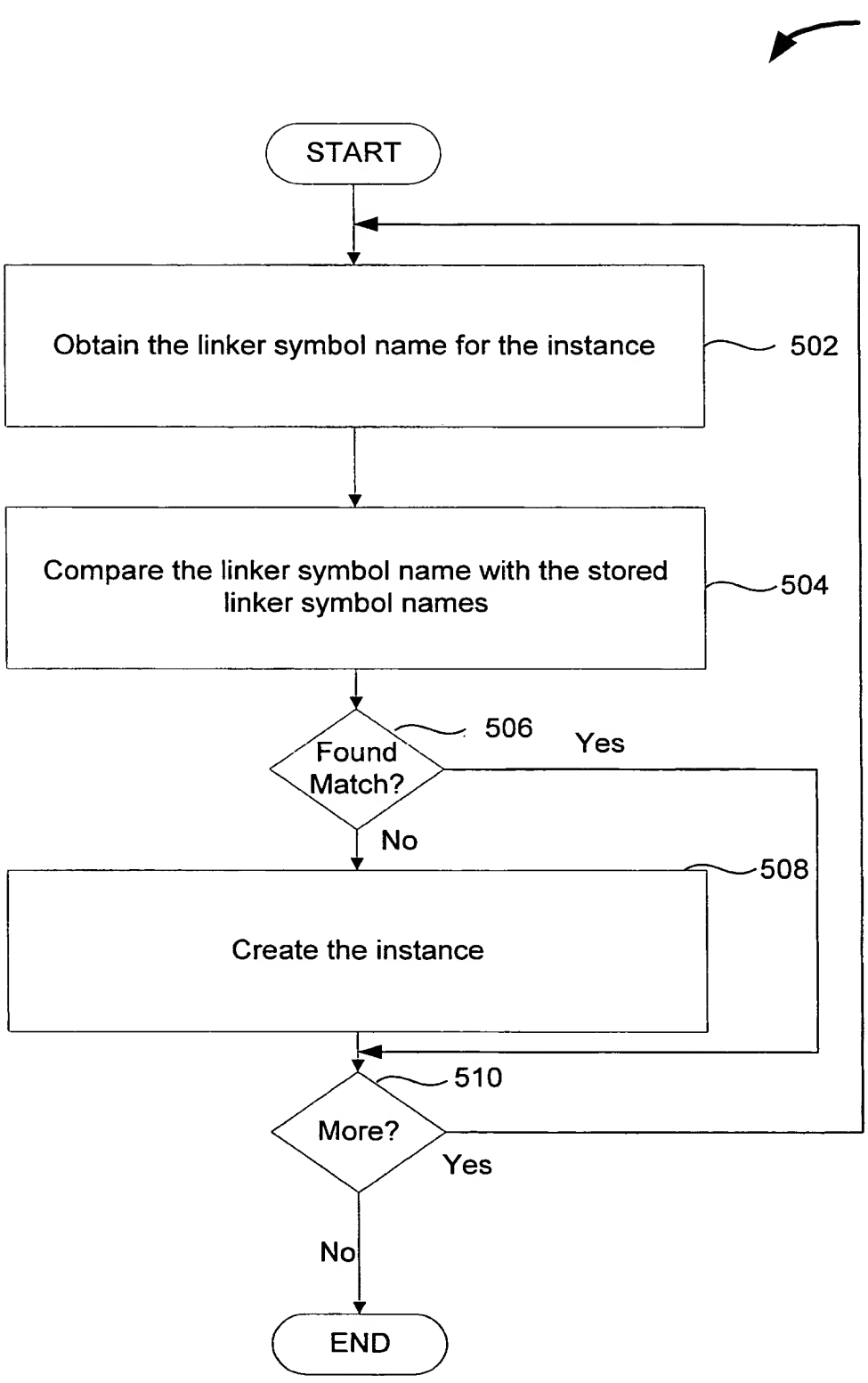
500
START
Obtain the linker symbol name for the instance
502
Compare the linker symbol name with the stored linker symbol names
504
Found Match?
506
Yes
No
508
Create the instance
More?
510
Yes
No
END

FIG. 5